

ATLANTIS

EXODUS

The legendary Atlantis – shrouded in so many stories and myths. An island realm that was reputed to have completely drowned in only one night.

ATLANTIS EXODUS presents the kings with the challenge of rescuing as many citizens as possible before the impending downfall and, by doing so, also saving the knowledge they have acquired for a different world and time.

You have five years to do this, and each year presents the inhabitants with new challenges, under constantly changing conditions. Who will ultimately be best at protecting his population and making a fresh start? Immerse yourselves in the mystical world of ATLANTIS and make use of all opportunities provided to be a worthy ruler of your people.

An innovative rotation mechanism and many different action possibilities that you need to choose wisely – all this can help preserve the achievements of the population of Atlantis.

Game Materials



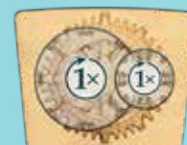
Gameboard, consisting of 1 Atlantis city rondel and 4 island sections



20 Residence tiles



18 Ship tiles



8 Catastrophe tiles



1 Year token



25 Workshop tiles



12 Monument tiles



15 Agora tiles



20 Gold coins



1 cloth bag



16 Favor tiles

Per player:



1 player board

in player colors:



1 King



1 High Priest



1 order token

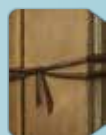


1 score marker



1 100-point marker

75 Reference Book tiles:



25x Craft (brown)



25x Culture (white)



25x Science (purple)

120 Settlers:



40x Workers (brown)



40x Intellectuals (white)



40x Scientists (purple)

Cards:



4 Overview cards Course



4 Overview cards Scoring



32 Knowledge cards



24 Influence cards




26 cards of the Pillars of Remembrance (10x pedestal, 10x body, 6x capital)

Set-up –Preparation of the First Year

- 1

Take the Atlantis city rondel and place it in the middle of the table, aligning the disks in such a way that the cogwheels engage with one another at the edges.
Then take the 4 island sections and put them together around Atlantis, as shown.


- 2

Sort the cards of the Pillars of Remembrance according to their backs (pedestal, body, capital) and shuffle the three piles face down. After that, reveal 2 cards, one after another, from each pile: Beginning with the Pedestal cards, place one such card above each pillar symbol of the gameboard. Then put one Body card each and one Capital card each above that. Keep the face-down draw piles next to the respective tiers.
- 3

Shuffle the Knowledge cards and keep the pile, face down, above the correspondingly marked symbol of the gameboard. Now flip over cards, one after another, according to the number of players, and put them next to the pile, at the symbols marked on the gameboard: 3 cards with 1 or 2 players, 4 cards with 3 players, and 5 cards with 4 players.
- 4

Shuffle the Influence cards and keep them as a face-down pile next to the island.
- 5


Take the Year token and place it on the first space of the Year track. Then mix the Catastrophe tiles and put one of them, face down, on each of the empty spaces of the track. The remaining Catastrophe tiles are not needed for this game and are put back into the box.
- 6

Take the cloth bag and fill it with Settlers, according to the number of players. Put the remaining Settlers back into the box.

Players	Settlers
1 or 2	20 per color (60 in total)
3	30 per color (90 in total)
4	40 per color (120 in total)

- 7

After that, draw Settlers out of the bag, unseen, and place them randomly on the marked spaces of the city.


- 8

Mix the Workshop tiles, Agora tiles, Ship tiles, Residence tiles, and Monument tiles separately and keep them face down next to the gameboard.
- 9

Now take the required number of Workshops, Agoras, and Ships, place them on the designated spaces of the city rondel, and then reveal them.
- 10

Reveal 3 of the Residences and keep them next to the island.
- 11

Take 8 of the Monuments, place them on the respective spaces of the Apotheosis track and then reveal them. Put the remaining Monuments back into the box.
- 12

Place the Gold coins and the Favor tiles next to the island, easy for all players to reach, and do the same with the Reference Books, sorted by colors.
- 13

Everybody chooses one player color and takes 1 player board, 1 order token, 1 King, and 1 High Priest in his color, plus 1 score marker and 1 100-point marker. In addition, everybody gets 1 Gold coin as starting capital, and 1 Reference Book each of Science, Culture, and Craft.
- 14

Place your High Priest on space "0" of the Apotheosis track (a) and your score marker on space "0" of the score track (b). Finally, the youngest player puts his order token on the 1st space of the sorting track (c), then, in clockwise order, the next player, and so on.

Note the modified set-up for the game with 2 players and for the solo variant!





Preparation of Years 2 to 5

After the 1st, 2nd, 3rd, and 4th year, you prepare the game for the next year as follows:

- Take your King back from the gameboard and place him next to your player board.

- Advance the Year token to the next space. Reveal the Catastrophe tile lying there. It indicates by how many degrees the inner level and the middle level of the city rondel need to be rotated. 1x means that you rotate 90 degrees clockwise. 2x means that you rotate 180 degrees clockwise. If the middle disk is turning, the inner disk turns accordingly. This way, the inner disk can rotate 2 – 4x per year (i.e., 180°–360°). Make sure that the rotation always ends in such a way that the cogwheels shown are completed.



- All Ships, Workshops, and Agoras are removed from the gameboard and laid out next to the board as an open display. Refill all spaces with new tiles from the respective face-down piles and reveal them.
- All spaces and/or tiles that require Settlers are equipped with figures randomly drawn out of the Settlers bag (any Settlers left on the gameboard stay in place). The remain empty.
- Reveal 2 from each of the three face-down piles of Pillar cards and put them on the designated spaces (as in the preparation of the first year, i.e., one card at each pillar symbol and for each tier). In this case, it doesn't matter whether there are cards left there or not. Covered cards become available again once a player has taken the card that was lying on top. Note: The pile of Capital cards will be depleted after the 3rd year. For the last two years, no further Pillar cards are laid out there.
- If there is a card lying on the last space for the Knowledge cards, this card is put on the face-up discard pile. If there is no card there, this step is omitted. Then move all laid-out Knowledge cards to the right, so that the spaces furthest left become vacant, and refill these spaces, one after another, with cards from the face-down pile, according to the number of players. (Make sure that – except for the discard pile – there is only 1 card on each space.)

Cleared-away tiles (Workshops, Agoras, and Ships) are always laid out face up, forming an open display from which you might be allowed to choose a tile, if you get one by sending a Settler away or through an Influence card.

- Move the order tokens onto the sorting track contrary to the player order, so that the token that is furthest back is now placed on space "1" of the sorting track, then the next to last token on space "2", and so on.



Object of the Game

Atlantis will drown after 5 years. As Kings, you need to bring as many citizens as possible to safety by then, so that the knowledge and skills your civilization has acquired will be preserved. The player who is best at this and who has been able to accumulate the most victory points at the end of the 5 years will go down in history as the heroic king!

Course of a Year

The game proceeds over 5 years. Each year, you play 3 rounds (see below, “Course of the Rounds”). At the beginning of a year, the year is prepared (see above, “Set-up: Preparation” of the years). After that, determine the player order for the year. After years 2, 4, and 5, a Settlement scoring takes place. Plus, after the 5th year, there is a final scoring.

Determining the Player Order

At the beginning of a year, you determine the player order. According to the order on the sorting track, you place your order token on any vacant space of the order track and get the depicted bonus, if applicable.

On the first space, you don't get a bonus, but you are the starting player in all 3 rounds of this year. On the second space, you gain one step along the Apotheosis track; on the third space, you may take a Reference Book of your choice; and on the fourth space, you earn one Gold.



The last space may be occupied only in the game with 4 players. You don't get a bonus there, and you will be the last to have your turn; however, you may place your King on a space of the city rondel that is already occupied by another King, and get the bonus depicted there. But you don't receive any tiles or Settlers that have already been taken off that space by another player.

Once all players have placed their token, the order for the entire year has been set. The player who has placed his token furthest left on the track becomes the starting player, followed by the other players according to the order on the track.

Example: **Red** is the first on the sorting track; consequently, he is the first to choose a space. Since he urgently needs a Reference Book, he puts his token on space “3” and takes the bonus. **Blue** is the next to choose; he would also have liked to get a Reference Book, but since this space is occupied, he puts his token on the 1st space to make sure that he will be the starting player in this year.

Course of the Rounds

Each year consists of three rounds. There are 2 phases in each round:

- Phase 1: Placing the King
- Phase 2: Carrying out Actions

Phase 1: Placing the King

In round 1, you place your King according to the player order on any vacant space of the inner ring of the Atlantis city rondel. In round 2, you may move the King onto a space of the middle ring; and in round 3, you move him from there onto a space of the outer ring. But in doing so, you may move him only to spaces that are within reach. You may not pass through any contiguous walls. Consequently, coming from a space of the inner ring, you can reach 4 of the 8 spaces of the middle ring. The same applies to the accessible spaces of the outer ring in round 3.

Example: Since **Blue**'s King is already standing on the outer ring, **Red** can place his King only on one of the three marked spaces.



When you have placed your King on a space, you immediately receive the bonus shown there. If there is also a Guard bordering the adjacent space, you may (but don't have to) take him as well. If there are tiles and/or Settlers on the space, you take these and immediately place them on the corresponding spaces of your player board. Take the depicted bonuses from the supply or carry them out right away (steps along the Apotheosis track). In case you cannot place the tiles or the supply has been used up, you may nevertheless place your King on the space, but without getting the bonus.

Each space may hold only one King. You may not place your King with another King. Exception: In the four-player game, the player who has chosen the fifth space on the order track may also choose a space that already holds another King. This player also gets the bonus of this space, but he gets tiles or Settlers only if they have not been taken by the player who has placed his King there before.

The bonuses will be explained in detail below (see “Atlantis”).

Phase 2: Carrying out Actions

In the action phase, 2 actions are available to you in each round. Over the course of the game, you can get additional actions through Favor tiles. In phase 2, in player order, you carry out any actions you want to execute. Additionally, you can carry out effects in this phase that you get through Pillars of Remembrance. After that, you end the round.

You may carry out the actions in any order. You can choose whether you want to carry out the same or different actions.

You have the following action possibilities:

- A: Advance a step along the Apotheosis track
- B: Train a Settler
- C: Send a Settler away
- D: Take a Knowledge card
- E: Play an Influence card

A: Advance a step along the Apotheosis track

Move your High Priest 1 space per action along the Apotheosis track. If, in doing so, you reach or pass a bonus space, you immediately receive the bonus indicated. If you pass several bonus spaces, you receive all bonuses shown.



B: Train a Settler

To train a Settler, you need to give up the required Reference Books/Gold; then you may move your Settler onto the respective space on your player board.

Example: To train a Scientist to become a Physicist, you give up 1 Science Book and 1 Culture Book and then move the Settler onto the “Physicist” space. To train a Physicist to become an Astronomer, you need 2 Science Books, 1 Culture Book, and 1 Gold.



Settlers may be trained further only in the direction of the arrows.

Each space may hold any number of Settlers.

● **Per action, you may only train up to the next space.**

C: Send a Settler away

You can send Settlers away as follows:

- To one of your own Residences: any Settler (see “Residences”)
- To one of your own unoccupied Ships: any Settler (see “Ships”)
- To one of your own Workshops: the Settler(s) with the required occupation or from the required Training area(s) (see “Workshops”)
- To one of your own Pillar cards: the required Settler (Scholar or Philosopher, see “Pillars of Remembrance”)



When you send a Settler away, you immediately receive all bonuses noted below the Training space, i.e., victory points and/or steps along the Apotheosis track and/or additional bonuses, if applicable.

Example: Red can place his Day Laborer either on an unoccupied space of his residence or a vacant ship. In any case, he gets the send-away bonus (1 step along the Apotheosis track and 1 victory point).



D: Take a Knowledge card

Knowledge cards give you additional victory points at the final scoring. In order to be allowed to take a Knowledge card, you need to have trained Settlers for professions that are required by the card; that means that Settlers have to be on the appropriate spaces of your Training area.

If you have the Settlers required, you take the respective Knowledge card from the display and put it next to your player board. After that, you send the two Settlers needed for that into the Settlement area or onto a Ship on your player board and receive the send-away bonus for that.

The Settlers must be sent away; you are not allowed to forgo this. But if you are not able to send away the Settlers required, you may not take the Knowledge card.

Example: To be able to take the “Solar Eclipse” card, you need a Mathematician and an Astronomer.



In this case, sending Settlers away does not cost an additional action. The rule is: both taking the Knowledge card and sending the two required Settlers away is one action!

Everybody may have only one card of each kind that triggers the same effect (card with the same name).

The Knowledge cards will be explained in detail in the appendix.

E: Play an Influence card

You get Influence cards on the Apotheosis track if you pass the accordingly marked spaces or your turn ends on them. With such a card, you can trigger a one-time special effect. When you get Influence cards, you first place them face down next to your player board. You may have several Influence cards. When you play an Influence card, you turn it over and carry out its effect.



Every unused Influence card gives you 1 victory point at the end of the game.

All Influence cards will be explained in detail in the appendix.

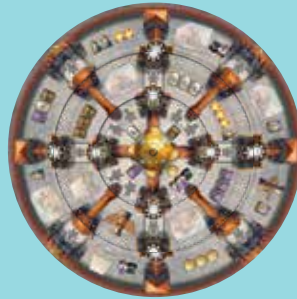
Example: This card enables you to send all untrained Settlers of one color into the Settlement area. You also receive the send-away bonus for each Settler.



Atlantis

The Atlantis city rondel consists of 3 rings representing the different areas of the city. Each ring is divided into four areas that are separated from each other by walls.

Over the course of a year, the Kings visit all three rings, from the inner to the middle and then the outer one. When they do, they receive the bonuses of the spaces where they are placed.



You can get the following bonuses on the spaces of the city rondel:



Reference Books/Gold: Immediately take the depicted Reference Books or Gold from the supply.



Multi-colored Reference Book: You may take a Reference Book of your choice (Science, Culture or Craft).



Settlers: Draw – randomly and without looking into the bag – as many Settlers out of the bag as shown, and place them in the respective Training area of your player board.



Flames: Advance your High Priest as many steps along the Apotheosis track as there are flames shown.



Favor tiles: Take as many Favor tiles as shown from the supply and place them in the area for the Favor tiles on your player board, provided you meet the conditions.



Pillars of Remembrance: Take a face-up Pillar card from the row that corresponds to the symbol of the city rondel space where your King is standing.



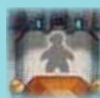
Workshop tile: Take the tile and immediately place it on an unoccupied space of the Settlement area on your player board (but not on one of the three Agora spaces), and immediately receive the Placement bonus shown.



Agora tile: Take the tile and immediately receive the bonus depicted. Then place the Agora on an unoccupied Agora space on your player board and receive the Placement bonus.



Ship tile: Take the tile and place it on the next vacant space (from left to right) of your Ship track.



Guard: If you place the King on a space with a Guard on one side (a Settler who is in the middle between 2 spaces of one ring), you may (but don't have to) take this Settler and place him on the respective Training area on your player board.

If you have no possibility left to place a Ship, an Agora or a Workshop on your player board, you may put your King on this space, but you may not take the respective tile.
 ● However, you get other bonuses that might be shown on this space.

The Player Board



Training area: Place any Settlers you get on the topmost space of the color-matching area of your own player board (Scientists, Intellectuals, Workers). From there, you can train them further or send them away directly. **Exception:** Through some of the Agora tiles, you get already-trained Settlers that you immediately place on the respective Occupation space.

Each space of the Training area may hold any number of Settlers.

If you send Settlers away – no matter where and through which action (not when you train a Settler) – you always receive the send-away bonus of the space from where you have sent them. Besides victory points and steps along the Apotheosis track, you can also get other bonuses:

- **Counselor:** Take one Ship from the display, or draw two from the draw pile and keep one.
- **Stonemason:** Take one Pillar card from the display.
- **Builder:** Take one Workshop from the display or draw two from the draw pile and keep one.

Ship track: Settlers on Ships count for all Settlement scorings.

Favor tiles: You can collect up to 4 Favor tiles and use them in phase 2 to carry out one additional action per Favor tile.

Settlement area: In the Settlement area, you place tiles and receive the bonus of the space where you place them. Keep in mind that there are three spaces where you may place only Agoras. On all the other spaces, you may place any of the other tiles except for Agoras. You don't have to follow a specific order for this. The Settlement area is divided into the regions of North Africa, Mesopotamia, and Mesoamerica. There are separate Settlement scorings for each region.

Favor tiles

A Favor tile allows you to carry out one additional action in phase 2. If you have one or more Favor tiles, you may (but don't have to) use them in phase 2 of a round and carry out any one action (but no Pillar effects) for each Favor tile. You can use any number of Favor tiles in a round. Put the used Favor tiles back into the general supply.



You can collect up to 4 Favor tiles in the area for the Favor tiles. The first space can always be occupied; the other three first need to be activated. The second space is activated as soon as you have occupied three spaces in your Settlement area with tiles (regardless of the kind). The third space is activated once 6 spaces have been occupied; and as soon as 9 spaces are occupied, you can collect up to 4 Favor tiles.

Any Favor tiles you would get but couldn't place because of the limit go to waste.

Ships

You get Ships through spaces in Atlantis or if you send a Counselor away or through an Influence card.

If you play the respective Influence card or send a Counselor away, you either choose a Ship from the face-up display (if there are any) or draw 2 face-down tiles, pick one of them and put the other in the face-up display.

You always place a Ship on the next possible Ship space (from left to right). Then you immediately earn the victory points indicated on the space – but only if you have no tile yet of this type of Ship. If you take a Ship of a type you already have, you place it in the way described, but don't get any victory points for that!

Example: Red gets a new Ship and places it on the next unoccupied space of his Ship track. Since he already has a Ship with the turtle symbol, he doesn't earn any victory points for that.



You can send any Settler to a Ship. You may place only one Settler on each Ship.

Settlers on Ships count for all three Settlement scorings (see „Settlement Scorings,” p. 8).

The distribution of the Ships is as follows:



Residences

You can send Settlers from all 3 disciplines (Science, Culture, and Craft) to Residences. The Residences consist either of 3 or of 5 spaces for 3 or 5 Settlers.



You can send a Settler to an unoccupied space of a Residence. If you don't have any Residence with vacant spaces in the Settlement area of your player board, you first need to take one of the Residences on open display and place it on an unoccupied space in the Settlement area. This is part of the send-away and does not use up an additional action. You take a new Residence at the moment that you want to send a Settler away. Placing a Residence without immediately sending a Settler away (for instance, in order to receive the Placement bonus) is not allowed.

A Residence always needs to be completed before you may take a new one. The completion can take place in several steps. If you send away more Settlers in phase 2 than are required for completion, you immediately take a new one after a Residence is full, place it and send the remaining Settlers to the new Residence. If you cannot place any Residence because you have no vacant space left in the Settlement area, you can no longer take a Residence and, consequently, can send no Settlers to a Residence anymore.

As soon as you have taken a Residence from the open display and placed it in the Settlement area of your player board (attention: not on the Agora spaces, since only Agoras may be placed here!), you immediately receive the Placement bonus. After that, immediately reveal a new Residence from the face-down pile, so that there are always three Residences on open display.

You may choose Residences only from the open display, never from the face-down pile.

Workshops

You get Workshops through the spaces in Atlantis or if you send a Builder away or through an Influence card.

If you get a Workshop through the Builder or an Influence card, you either take one from the open display (if there is any) or draw two Workshop tiles from the face-down pile, pick one of them and discard the other, face up.

A Workshop immediately has to be placed on any space (except for the 3 Agora spaces) of the Settlement area on your player board; then you receive the bonus shown on the space right away.

Workshops grant you a bonus if they are activated. To activate them, you need to send one or more Settlers there who have the profession indicated on the Workshop. To activate Workshops showing two areas in different colors but not requiring a specific occupation, you need two Settlers of the kind that matches the color. If you have no possibility left to place a Workshop on your player board, you may not take it, and the respective action goes to waste.



The effects of Workshops cannot activate each other. You get the bonus of the Workshops only through Settlers or tiles that you get as a bonus for placing the King on a space in Atlantis, or by getting Knowledge cards.

The Workshops will be explained in detail in the appendix.

Agoras



You get Agoras either through the spaces in Atlantis or through an Influence card.

If you get an Agora through an Influence card, you either take one from the open display (if there are any) or you draw two Agoras from the face-down pile, pick one of them and discard the other, face up. If you take an Agora showing 1 Settler, you randomly draw one out of the bag and place him in your Training area, according to the information on the tile.

If you get an Agora, you immediately receive the bonus indicated on the Agora. Then place the tile on one of the 3 Agora spaces on your player board and receive the Placement bonus (1 step along the Apotheosis track). You can collect a maximum of 3 Agoras. Once all 3 Agora spaces in the Settlement area of your player board have been occupied, you may not take any more tile. If need be, you have to leave the Agora on the space in Atlantis when placing your King there. In this case, you may not use the bonus on the tile either. However, you may nevertheless enter the space. (On a space of the outer ring, you would then get only the Favor tile.)

The Agoras will be explained in detail in the appendix.

Pillars of Remembrance

You get the Pillars of Remembrance either through the spaces in Atlantis or if you send away a Stonemason or through an Influence card. Each Pillar grants you an effect that you may use once per round. In addition, you receive an immediate one-time bonus.

The two spaces in Atlantis indicate the display from which you have to take the topmost card.



One-time bonus Effect



Example: If you land on this space, you may take one of the 3 cards from the corresponding display.

If you get a Pillar card for sending away a Stonemason or through an influence card, you may choose the display from which you take the card.

Every pillar is built from bottom to top and consists of 3 tiers: pedestal, body, and capital. In order to be able to place another card, you need to have completed the previous tier. The Pedestal cards are considered completed right away. The Body cards and Capital cards are completed once you have sent a Scholar or a Philosopher there. As soon as a card is completed, you can use its effect in phase 2.

If you have already started to build a Pillar, you may take either a next higher card to continue building on the Pillar or, instead, a Pedestal card to start a new Pillar.



Example: Red sends a Stonemason to his Settlement area; consequently, he may take a Pillar card as a send-away bonus. Since he has gotten only a Pedestal card so far, he can take either a Body card to extend his Pillar or another Pedestal card to start building a new Pillar.

You may work on up to three Pillars of Remembrance at the same time. You don't have to complete the Pillars. **Each** Pillar grants you an effect that you can carry out once in phase 2, in addition to your action. You cannot use a Favor tile to trigger any additional Pillar effects.

Once per round, you may carry out the effect of one tier per Pillar of Remembrance. You can choose the tier you want to use. The effect of the top tier allows you to even carry out 2 effects. If you are working on several Pillars at the same time, you can use one tier per round and per Pillar, i.e., carry out effects up to three times. However, keep in mind that a tier always needs to be completed before you can use its effect!

The effects of the Pillars of Remembrance will be explained in detail in the appendix.

Sending the appropriate Settler away

For Settlers whom you send to the respective card or the respective tile to activate Pillars of Remembrance or to activate Workshops, the following rule applies: If you already have the Settler required (e.g., a Philosopher for the top tier of a Pillar of Remembrance) on your player board when you get the card or the tile, you may immediately place the Settler on it without using up an additional action. If you don't yet have the Settler required, you can send him later on, in phase 2, through an action. For Workshops requiring 2 Settlers, you can immediately send both of them or only one.


Apotheosis track

You can advance along the Apotheosis track through actions (1 space per action). Further possibilities of getting flames and moving your High Priest forward are available, for instance:

- through spaces in Atlantis
- through the send-away bonuses
- through effects of the Pillars of Remembrance


As soon as your High Priest passes a space with a bonus or lands on it, you immediately receive the bonus depicted. If you move several spaces and receive several bonuses because of that, you first move the High Priest and then carry out the bonuses. Resolve them strictly in the order in which you get them.

You can receive the following bonuses on the Apotheosis track:


 **Influence card:** You may take an Influence card. Choose one of the cards on open display (if there are any) or take the 2 topmost Influence cards from the face-down pile, pick one of them and put the other one face up next to the pile. Place the chosen card face down next to your player board, you can play it through an action anytime on your turn during phase 2.

 **Gold:** Get 1 Gold from the supply.

 **Reference Book:** Get any 1 Reference Book (Science, Culture or Craft) from the supply.

 **Favor tile:** Get a Favor tile from the supply and put it on the next unoccupied space for the Favor tiles. If you are not able or willing to place the Favor tile, the bonus goes to waste.

 **Victory points:** You immediately earn the victory points indicated.

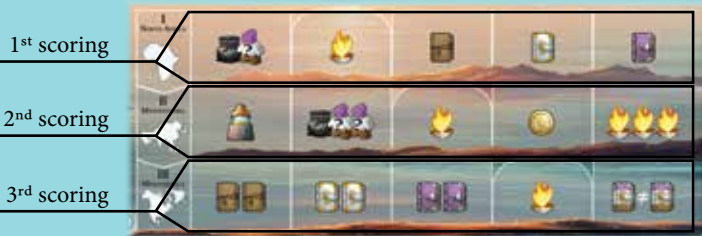
 **Monuments:** Spaces “15” and “31” on the Apotheosis track both consist of 4 individual sectors (nevertheless, they count as one big space for the steps along the track) with 4 Monuments each. Each of these Monuments can give you additional victory points at the final scoring. If you are the first to reach a Monument space, you may pick one from among the laid-out tiles, immediately place it in the Settlement area on your player board (not on the spaces for Agora tiles!) and receive the Placement bonus. All the other players may choose one of the remaining tiles when they reach the respective spaces. If you cannot place a monument on your player board, you may not take it. The Monuments will be explained in detail in the appendix.

Once you have arrived at the end of the Apotheosis track, you can no longer get any rewards, and any additional steps along the track are omitted.

The Settlement Scorings

After years 2, 4, and 5, a Settlement scoring takes place.

At the Settlement scorings, you get victory points for your Settlers who have been placed on tiles in the region that is being scored and on Ships. At the first scoring, after the 2nd year, you score for the upper region, North Africa; at the second scoring, after the 4th year, for the region in the middle, Mesopotamia; and at the third scoring, after the 5th year, for the region at the bottom, Mesoamerica.



The Settlement scoring is done individually for each group of Settlers, i.e., for Scientists (purple), Intellectuals (white), and Workers (brown). You count all Settlers of one color who are standing on Residences as well as on Workshops in the region that is being scored; plus, the Settlers placed on Ships (they are always included in the count at all three scorings). Any Settlers placed on Pillars and Settlers in the Training area of the player boards are not included in the count.

Players check for each color individually whether somebody has more Settlers than one or more other players. You earn victory points for each player with fewer Settlers in the respective color:

In the two-player game: 5 victory points

In the three-player game: 3 victory points

In the four-player game: 2 victory points

Example: The players have just finished year 2 and have counted their Settlers for the scoring in North Africa. **Red** has 3 purple Scientists in North Africa, **Blue** has 2, **Yellow** has 1, and **Green** also has 1 + 1 on his Ships. Since **Red** has more Scientists than 3 players, he earns 3x2 = 6 VP. **Blue** and **Green** have the same number of purple Settlers (2) and, with this, more than 1 other player (**Yellow**); consequently, both earn 1x2 = 2 VP. Since **Yellow** has the fewest Scientists in Africa, he gets no VP. After that, the players continue with the scorings for the Intellectuals and the Workers.

End of a Year

After you have completed the 3rd round of the current year and have done a Settlement scoring, if applicable, the year ends. After years 1 to 4, you prepare the set-up for the next year (see p. 3). There is no set-up after the 5th year. Then a final scoring takes place.

Final Scoring

After the Settlement scoring for the region of Mesoamerica at the end of the 5th year, a final scoring takes place – as follows:



1. First remove all Settlers who are still standing in your Training area. They could not be saved. For each Settler you have to remove, you get 3 minus points.
2. You earn 2 victory points for each completely built row in your Settlement area, and 1 victory point for each complete column. The only thing that matters in this case is that each space contains a tile. It is irrelevant whether any Settlers have been placed there or not.
3. Add up the victory points you earn for your Monuments, and advance accordingly on the score track.
4. Add up the victory points you earn for your Knowledge cards, and advance accordingly on the score track.
5. You earn 1 victory point for each unused Influence card.


The player who has managed to accumulate the most victory points is declared the winner. In case of a tie, the player who has been able to save the most of his Settlers prevails. If there is still a tie, more than one King can go down in history as the savior of the Atlantians.

Modifications in the 2-Player Game

In the game with two players, you block some spaces in the Atlantis city rondel, in order to narrow down the choices. Take the leftover two Kings and place them as neutral figures on the spaces of Atlantis that show the Favor tiles (one on the middle ring, and the other on the outer one). These two spaces are blocked for the first year and cannot be occupied by the players' Kings.

After each year, the two neutral Kings are moved on clockwise: The King on the middle ring moves as many spaces as shown on the Catastrophe tile for the inner ring, and the King on the outer ring moves as many spaces as shown on the Catastrophe tile for the middle ring.

(The two Kings only serve as blockers; in this case, moving these Kings through walls is not forbidden.)

- In addition, place only 3 Monuments on the respective spaces of the Apotheosis track.
- Remove all Knowledge cards with the + symbol.

Solo Variant

In the solo variant, you play with all the rules that also apply to the 2-player game, and with the following additional modifications:

- **Order of play:** Place your order token on the first space and leave it there for the entire game. This means that you will never receive a bonus from a space of the order track
- **Preparation of years 2-5:** The refilling of the Guards is omitted. They are positioned only during set-up; later on, any spaces from where a Guard was removed remain empty.
The clearing-away and the refilling of the Agoras, Workshops, and Ships as well as the refilling of the Settlers on the inner ring takes place only twice: after the second year and after the fourth year.
- **Settlement scoring:** At all 3 Settlement scorings, you need to have at least 1 Residence in the region that is being scored – otherwise, you lose the game immediately. At the scoring, you proceed as follows: If you have only Settlers of one or two kinds, you earn 1 victory point for each Settler. If you have Settlers of all three kinds, for the Settlers of the kind of which you have the fewest you get the number of Settlers x3 as victory points and of the other two kinds the simple number of Settlers as points (if the numbers are equal, you determine one kind; you cannot score three times for more than one kind).

Example: You score for the region of North Africa. You have 1 Worker, 2 Scientists, and 1 Intellectual in your Residence. Additionally, you have 1 Workshop with 1 Worker, plus 1 Ship with 1 Intellectual and 1 Ship with 1 Scientist. So, all in all, you have 2 Workers, 2 Intellectuals, and 3 Scientists. You score x3 for the Workers and x1 for both the Intellectuals and the Scientists. Your total score is 11 victory points (3x2+2+3).

Scoring:

Depending on your score, you can see from the table what title is awarded to you:

> 120	Atlas
111-120	King
101-110	Priest
91-100	Astrologer
71-90	Healer
51-70	Temple Servant
< 50	Fisherman



Appendix

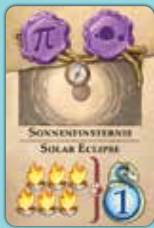
Knowledge cards



Get 1 victory point for every 2 Settlers of the kind depicted. All Settlers you have placed in your Settlement area, on your Ships, and on your Pillar cards count for this.



Get 1 victory point for every pair of Settlers of the kinds depicted. All Settlers you have placed in your Settlement area, on your Ships, and on your Pillar cards count for this.



Get 1 victory point for every 6 steps along the Apotheosis track.



Get 3/5/6/7 victory points for 1/2/3/4 Influence cards that you received. It doesn't matter whether you have played them or not.



Get 3 victory points for every 2 Gold that you own at the end of the game.



Get 1 victory point for every 2 Reference Books that you own at the end of the game.



Get 5 victory points for every completed Pillar of Remembrance.



Get 1 victory point for every Pillar of Remembrance card you built; the cards don't have to be completed.



Get 1/3/6 victory points for 1/2/3 Agora tiles in your Settlement area.



Get 1 victory point for every Workshop in your Settlement area; the tiles don't have to be activated, i.e., occupied by Settlers.



Get 3 victory points for every activated Workshop in your Settlement area.



Get 1 victory point for each of your Ships.



Get 2 victory points for each of your Knowledge cards (including this one).



Get 2 victory points for every full column in your Settlement area.



Get 3 victory points for every full row in your Settlement area.

Influence cards



Swap two Residences in your Settlement area. It is allowed that one of the Residences is not complete. However, it has to be completed before you start a new one.



Send 1 (trained or untrained) Settler of each kind to your Settlement area, Ships or Pillars. Observe the conditions for Workshops or Pillars, if applicable.



Move 3 steps along the Apotheosis track.



Draw a Settler out of the bag and place him on a Workshop. The placement conditions are omitted. You don't receive a send-away bonus.



Get 3 Favor tiles.



Rotate the city rings in any position. The rotation of the rings of Atlantis always has to end with the cogwheels engaging with one another.



Send all untrained Settlers of one kind to your Settlement area or to Ships. If applicable, observe the conditions for Workshops.



Train one of your Settlers for the next higher profession, for free.



Get 1 Ship. Take it from the open display or draw 2 from the draw pile and keep one; discard the other one, face up.



Get 1 Agora. Take it from the open display or draw 2 from the draw pile and keep one; discard the other one, face up. If you take an Agora that shows 1 Settler, draw a Settler randomly out of the bag and place him in your Training area, according to what's shown on the tile.



Take 1 Knowledge card from the discard pile or draw 2 from the draw pile and keep one; put the other one on the discard pile.



Get 1 Workshop. Take it from the open display or draw 2 from the draw pile and keep one; discard the other one, face up.



Get one Pillar of Remembrance card. Take the top card from one of the face-up piles.



Get all Reference Books and/or Gold from the space where your King currently is.



Exchange any number of Reference Books at a ratio of 1:1.



Get 3 VP.



Discard all Ships, Workshops, and Agoras from the city rings and refill all spaces with the corresponding tiles.



Discard all Science Books from the display and refill the display.



Get the last-received bonus of the Apotheosis track again (not a Monument).



Fill an already-placed Residence with Settlers you randomly draw out of the bag. For this, you may not start a new Residence. You don't receive a send-away bonus.



Move 1 Workshop or Agora to a different space in your Settlement area. You receive the bonus of the new space.



Give up Reference Books (maximum: 5) and earn 1 victory point for every Reference Book given up.



Give up Gold (maximum: 3) and earn 2 victory points for every Gold given up.



Send all trained Settlers of one kind to your Settlement area, to Ships or to Pillar cards. If applicable, observe the conditions for Workshops or Pillars.

Pillars of Remembrance – Pedestal

When you take a Pedestal card, you also take 1 Reference Book or 1 Gold, or you draw a Settler from the bag.



Exchange 1 Reference Book for any other one.



Put 1 Settler from your Training area back into the bag. Then draw 2 Settlers, pick one of them and place him in your Training area. Put the other one back into the bag.



Put 1 Reference Book back into the general supply and either earn 1 victory point or advance 1 step along the Apotheosis track.



Spend 1 victory point and either get 1 Reference Book or advance 1 step along the Apotheosis track.



Exchange 1 Gold for 2 Reference Books of the same type, or 2 Reference Books of the same type for 1 Gold.

Pillars of Remembrance – Body

When you take a Body card, you also receive 2 victory points.



Earn 1 victory point / Get any 1 Reference Book / Advance 1 step along the Apotheosis track.



Send a Settler away / Train a Settler.
You have to pay the costs for the training.

Pillars of Remembrance – Capital

When you take a Capital card, you also receive 4 victory points.



Activate the effects of the pedestal and the body of this pillar in any order and carry them out one directly after the other.



Activate the effect of the pedestal or the effect of the body of this pillar and carry it out twice in a row.

Agoras



Get the Reference Books / Gold shown on the tile.



The Settler placed on this tile is already considered trained. The profession depends on the Settler's color. Put the Settler immediately on the corresponding Occupation space in your Training area.

Monuments



Earn 2 victory points for each tile in your Settlement area with the corresponding color of the ground.



Earn 2 victory points for each Agora / Workshop in your Settlement area.



Earn 2 victory points for each tile that is adjacent to this Monument and has a different / the same ground color.



Earn 3 / 2 victory points for each row / column of your Settlement area in which at least 3 / 2 tiles have a different ground color.



Earn 7 victory points if at least 3 tiles adjacent to this Monument have the same ground color.

Workshops



Every time you get a Knowledge card, you may advance 2 steps along the Apotheosis track.



For every Settler of the kind shown whom you get from Atlantis, you may take a Reference Book, as depicted; you may advance one step along the Apotheosis track.



For every Reference Book of the type shown that you get from Atlantis, you may take another Reference Book, as depicted.



For every Agora or Workshop that you get from Atlantis, you may take 1 Gold.

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